# FULL TRIO PLAY

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## INTRODUCTION

“ Winning doesn’t depend on what system you play but on the amount you bet on each bet and how you decrease or increase this amount according to your win/lose relation.”

“When I first started to play the system, mathematics was the last thing on my mind, but when I started to win consistently (7 out of 10 sessions on average) I felt the need to explain to myself why my system was working. My luck couldn’t be this good. After a considerable time of deliberation it dawned on me that the reason was so simple that if I had thought of it before playing my system I would have never created it in the first place.” - Eric Yung Lee

When you have studied all the relevant practice pages you will also be amazed by its simplicity.

Every experienced roulette player or mathematician will tell you that you can’t beat roulette because you can’t beat the ODDS.

AND THEY ARE ALL ABSOLUTELY RIGHT!

TRIOPLAY has incorporated this fact into its calculations. TRIOPLAY is not intended to be some infallible miracle roulette system that can “Break the Bank” and make you a millionaire overnight. It is going to take long hours and hard work.

The creator of the TRIOPLAY system had a healthy respect for the ODDS and he was under no illusion that he could BEAT the Odds.

BUT, he discovered that by working/playing with the odds you can actually CHEAT the odds with some simple but ingenious calculations in the long run.

This manual assumes that the reader is already familiar with BasicPlay.

## THE TRIOPLAY ROULETTE SYSTEM

BasicPlay + AdvPlay1 + AdvPlay2 = TRIO-PLAY.

“One has Confidence, Two has strength but Three has Victory!”

All three systems combined will form the complete TRIO-PLAY system. The first system/part of TRIO-PLAY will serve as the basis while the other two systems will serve as your safety-net to

give you confidence to ride through all the low-runs. As you will shortly see. AdvPlay 1 & 2 are two easy, yet effective changes to your RESET INDICATOR and RUNNING Count.
It is thus essential that you master the BasicPlay rules and calculations.
A BasicPlay Plan is included in this manual for you to study and to ensure that you understand the BasicPlay system. (Please refer to the demo pages, which you have already received, for all the rules on BasicPlay)
REMEMBER, THE ONLY WAY TO EVER WIN THE WHEEL IS TO KEEP TO EVEN MONEY BETS. DO NOT TRY TO CONVERT THE TRIOPLAY RULES TO ANY OTHER SYSTEM!
All Even-money bets balance out closely after +/- 100 spins. ( The Law of averages)
The average is 55/45. Nine out of ten times the discrepancy between two even-money bets will be less the 20 i.e. 60/40. YOU WOULD WIN NINE OUT OF TEN TIMES WITH BASICPLAY IF THERE WERE NO TABLE LIMITS. BUT, the Casinos also need to be profitable. This is why we developed AdvPlay1 and 2. These two systems combined with BasicPlay will keep your stakes low ( under the table limit) and bring your count back to one as quick as possible .
BasicPlay PLAYPLAN
Study this PlayPlan for an overview on BasicPlay:
For this illustration we play (1-18) on the outside with one chip(i.e.$10) to start. If the outside bet is too expensive for your decided bankroll, you can play the first three double streets with one chip on 1-6, one chip on 7-12 and one chip on 13-18. REMEMBER that with TRIOPLAY you only change your calculations and Never your Bet. e.g. if you decided to play Black and the count shows that there are more Red numbers coming up, then YOU STICK WITH BLACK, YOU NEVER CHANGE YOUR BET TO RED.
Casino Spin Win/Lose Count
PC & RC Number of units played Result Running Total (Profit) Number of spin
34 x 1,2 1 -1 -1 1
1 w 2 1 PC=2 +1 0 2
8 w 1 2 +2 +2 3
16 w 1 1 +1 +3 4
17 w 1 1 +1 +4 5
31 x 1,2 1 -1 +3 6
35 x 1,2,3 1 -1 +2 7
11 w 2,3 1 PC=2 +1 +3 8
17 w 3 2 PC=3 +2 +5 9
30 x 3,4 3 -3 +2 10
28 x 3,4,5 3 -3 -1 11
21 x 3,4,5,6 3 -3 -4 12
6 w 4,5,6 3 PC=4 +3 -1 13
22 x 4,5,6,7 4 -4 -5 14
36 x 4,5,6,7,8 4 -4 -9 15

18 w 5,6,7,8 4 PC=5 +4 -5 16
29 x 5,6,7,8,9 5 -5 -10 17
1 w 6,7,8,9 5 PC=6 +5 -5 18
2 w 7,8,9 6 +6 +1 19
14 w 8,9 7 +7 +8 20
1 w 9 8 +8 +16 21
32 x 9,10 9 -9 +7 22
31 x 9,10,11 9 -9 -2 23
30 x 9,10,11,12 9 -9 -11 24
25 x 9,10,11,12,13 9 -9 -20 25
18 w 10,11,12,13 9 PC=10 +9 -11 26
32 x 10,11,12,13,14 10 -10 -21 27
31 x 10,11,12,13,14,15 10
STOP RI=5 (15-10=5) -10
reset to one -31
reset to one 28
reset to one
32 x 1,2 1 -1 -1 (-31) 1
20 x 1,2,3 1 -1 -2 2
32 x 1,2,3,4 1 -1 -3 3
17 w 2,3,4 1 +1 -2 4
0 x 2,3,4,5 2 -2 -4 5
27 x 2,3,4,5,6 2 -2 -6 6
19 x 2,3,4,5,6,7 2
STOP RI=5
(7-2=5) -2
reset to one -8
reset to one 7
reset to one
36 x 1,2 1 -1 -1 (-39) 1
15 w 2 1 PC=2 +1 0 2
3 w 1 2 +2 +2 3
7 w 1 1 +1 +3 4
25 x 1,2 1 -1 +2 5
12 w 2 1 +1 +3 6
32 x 2,3 2 -2 +1 7
23 x 2,3,4 2 -2 -1 8
5 w 3,4 2 +2 +1 9
19 x 3,4,5 3 -3 -2 10
26 x 3,4,5,6 3 -3 -5 11

36 x 3,4,5,6,7 3 -3 -8 12
24 x 3,4,5,6,7,8 3
STOP RI=5 -3
RESET -11 (-50)
RESET 13
RESET
6 w 1 1 +1 +1 1
18 w 1 1 +1 +2 2
2 w 1 1 +1 +3 3
22 x 1,2 1 -1 +2 4
21 x 1,2,3 1 -1 +1 5
27 x 1,2,3,4 1 -1 0 6
6 w 2,3,4 1 +1 +1 7
13 w 3,4 2 +2 +3 8
28 x 3,4,5 3 -3 0 9
26 x 3,4,5,6 3 -3 -3 10
33 x 3,4,5,6,7 3 -3 -6 11
29 x 3,4,5,6,7,8 3 stop
RC=5 -3
reset -9
reset 12
reset
18 w 1 1 +1 +1 (-59) 1
23 x 1,2 1 -1 0 2
10 w 2 1 +1 +1 3
12 w 1 2 +2 +3 4
12 w 1 1 +1 +4 5
14 w 1 1 +1 +5 6
28 x 1,2 1 -1 +4 7
35 x 1,2,3 1 -1 +3 8
2 w 2,3 1 +1 +4 9
11 w 3 2 +2 +6 10
9 w 1 3 +3 +9 11
13 w 1 1 +1 +10 12
11 w 1 1 +1 +11 13
34 x 1,2 1 -1 +10 14
15 w 2 1 +1 +11 15
3 w 1 2 +2 +13 16
22 x 1,2 1 -1 +12 17
2 w 2 1 +1 +13 18

7 w 1 2 +2 +15 19
21 x 1,2 1 -1 +14 20
7 w 2 1 +1 +15 21
33 x 2,3 2 -2 +13 22
25 x 2,3,4 2 -2 +14 23
33 x 2,3,4,5 2 -2 +12 24
19 x 2,3,4,5,6 2 -2 +10 25
2 w 3,4,5,6 2 +2 +12 26
28 x 3,4,5,6,7 3 -3 +9 27
17 w 4,5,6,7 3 +3 +12 28
15 w 5,6,7 4 +4 +16 29
14 w 6,7 5 +5 +21 30
4 w 7, 6 +6 +27 31
17 w 1 7 +7 +34 32
19 x 1,2 1 -1 +33 33
9 w 2 1 +1 +34 34
20 x 1,2 1 -1 +33 35
10 w 2 1 +1 +34 36
13 w 1 2 +2 +36 37
20 x 1,2 1 -1 +35 38
26 x 1,2,3 1 -1 +34 39
27 x 1,2,3,4 1 -1 +33 40
5 w 2,3,4 1 +1 +34 41
32 x 2,3,4,5 2 -2 +32 42
13 w 3,4,5 2 +2 +34 43
2 w 4,5 3 +3 +37 44
24 x 4,5,6 4 -4 +33 45
1 w 5,6 4 +4 +37 46
8 w 6 5 +5 +42 47
35 x 6,7 6 -6 +36 48
21 x 6,7,8 6 -6 +30 49
36 x 6,7,8,9 6 -6 +24 50
14 w 7,8,9 6 +6 +30 51
10 w 8,9 7 +7 +37 52
9 w 9 8 +8 +45 53
30 x 9,10 9 -9 +36 54
15 w 10 9 +9 +45 55
20 x 10,11 10 -10 +35 56
22 x 10,11,12 10 -10 +25 57
31 x 10,11,12,13 10 -10 +15 58

16 w 11,12,13 10 +10 +25 59
6 w 12,13 11 +11 +36 60
18 w 13 12 +12 +48 61
5 w 1 13 +13 +61 62
24 x 1,2 1 -1 +60 63
3 w 2 1 +1 +61 64
19 x 2,3 2 -2 +59 65
29 x 2,3,4 2 -2 +57 66
24 x 2,3,4,5 2 -2 +55 67
27 x 2,3,4,5,6 2 -2 +53 68
11 w 3,4,5,6 2 +2 +55 69
30 x 3,4,5,6,7 3 -3 +52 70
12 w 4,5,6,7 3 +3 +55 71
3 w 5,6,7 4 +4 +59 72
35 x 5,6,7,8 5 -5 +54 73
17 w 6,7,8 5 +5 +59 74
9 w 7,8 6 +6 +65 75
14 w 8 7 +7 +72 76
31 x 8,9 8 -8 +64 77
27 x 8,9,10 8 -8 +56 78
18 w 9,10 8 +8 +64 79
8 w 10 9 +9 +73 80
20 x 10,11 10 -10 +63 81
25 x 10,11,12 10 -10 +53 82
36 x 10,11,12,13 10 -10 +43 83
23 x 10,11,12,1314, 10 -10 +33 84
4 w 11,12,13,14 10 +10 +43 85
32 x 11,12,13,14,15 11 -11 +32 86
13 w 12,13,14,15 11 +11 +43 87
1 w 13,14,15 12 +12 +55 88
17 w 14,15 13 +13 +68 89
6 w 15 14 +14 +82 90
33 x 15,16 15 -15 +67 91
10 w 16 15 +15 +82 92
2 w 1 16 +16 +98 93 STOP
TARGET PLAY
TP =5 (98-93=5)
Total winnings/profit for this session is 39units (98-59=39)

ADVANCE PLAY ONE AND TWO:

Advance Play One =(AP1)
Advance Play Two =(AP2)

THE RULES OF THE COMPLETE TRIOPLAY SYSTEM.
The rules below may seem a bit confusing at first , but will become clearer once you study the Practise pages.

1. Whenever you reach a positive result/profit you must send that specific units of profit to the bank and reset the Count (PC and RC) to one, you must reset the profit units to zero and you must reset the number of spins to one. You will thus begin a new RUN. A single session may consist of more than one run.
2. All units that you send to the bank must be kept separate from your bankroll. These units are not to be touched again!!!. If you have a losing session this will ensure that you will never lose all your starting capitol. You only keep on playing with the units you have in your bankroll and not the units you have sent to your “bank stack”. You will thus have two stacks in front of you. A “bankroll stack” , the one you will use to play a single session with, and a “bank stack”, the one you will use to determine your running profit. Once a unit is placed on your bank stack you may not remove it again until the sessions has ended.
3. Always keep to the same Even-Money bet (High/Low, Odds/Evens , or Red/Black) that you started with from spin One. (The system only works on even money bets)
4. For each Win cancel only ONE(1) count. DO NOT be tempted to cancel two or three if the win is a Two or a Three. Even if the win is a Five you still only cancel One count. ( This rule only changes when AP1 and AP2 is activated)
5. For each loss add only the next number count. i.e. if the count is at three then the next count will be four (3+1) and so on.
6. If the Reset Indicator (RI) reaches 5 then play AP1 until the count goes down to one.
7. If the Running Count (RC) reaches 12 then play AP2 until you reach one. DO NOT go back to AP1 when the count goes below 12, keep on playing AP2 until you reach a count of one.
8. A “0” or “00” will qualify as a loss, i.e. add one count. (Even though you get 50% of your bet back at some casinos)
9. If you have to stop play for a while ,then only stop when you on a count of one.
10. A No-Spin or a Miss-Spin will have no effect , so just keep on playing.
11. When your total running profit equals 50 % of your starting bankroll then STOP. This will indicate the END of a Winning SESSION.

EXPLANATION of TERMS and INDICATORS for TRIOPLAY
COUNT: Consists of a PLAY-COUNT and a RUNNING-COUNT. Sometimes the PC and RC can have the same value.
PLAY-COUNT (PC)
Indicates the number of units/chips to be wagered/played on the next spin. It is the smallest value of the Count.

e.g. If the Count is “1,2,3,4” then the PC value is “1” and the RC is “4”.
RUNNING-COUNT (RC)
Shows your winning deficit and is used to indicate when certain calculations have to be activated to reduce this deficit. (AdvPlay 2 ).
It is used to show you the value of the RESET-INDICATOR (RI).
e.g. If the Count is “1,2,3,4” then the PC value is “1” and the RC is “4”.
The RC is also used to indicate when to activate AP2
TARGET-PLAY (TP)[Profit Indicator]
With BasicPlay it was closely related to the number of spins.
With TRIOPLAY your TARGET PLAY IS 50% of your starting bankroll. If your bankroll is 100 units then you will end your session when you have 50 units profit. DO NOT ATTEMPT TO CONTINIUE PLAYING AFTER YOU REACHED YOUR TARGET. This is the most important money management rule. If you neglect to abide by it you will never become a successful roulette player.
With the Complete TRIOPLAY system the difference between the number of spins and the number of profit units is not used to indicate a TARGET PLAY.(as with BasicPlay)
With TRIOPLAY it is related to your bankroll. i.e. if you reach 50% of your bankroll you must STOP. This is the TRIOPLAY TARGETPLAY.
RESET-INDICATOR (RI) for TRIOPLAY.
The reset indicator will indicate when to play AP1 and it is different from the indicator used in the demo with BasicPlay. Please ensure that you have clarity on this difference when playing the full TRIOPLAY version.
The RESET-INDICATOR is the difference/value between your PC and RC.
e.g. If the Count is “1,2,3,4,5,” your PC is “1” and your RC is “5” and the difference between them is 4 (5-1=4). Thus your RI will be “4”
RESET PLAYS.
A “reset play” happens every-time you reach a positive result. When you study the practice pages this play will become apparent.
A reset play is when you reset the Count, PC and RC, win/lose, number of spins to one and you send the profit units to your “Bank Stack” .
A normal session of 100 spins has on average 25 reset plays.
Thus when implementing a reset play, it doesn’t mean the end of a session. Unless, your bankroll is so depleted that you cannot continue with a decent session. (REMEMBER not to use the money/chips in your “Bank Stack”)
STOP-PLAY (SP) [Loss Indicator].
Whenever the SUM of the Count is more than your Current BankRoll, then you
MUST STOP.e.g. If your beginning bankroll is 50 units and the count is for example
"9,10,11,12,13", then your SP Indicator is 55 (9+10+11+12+13=55), then you
must stop whether or not you are showing a loss or a profit. Do not attempt
to see if you can recover any losses.

EVEN if you show a profit you must also stop. Do not go for TARGETPLAY. The odds are against you, 9 out of 10 times you will lose your total bankroll if you continue to play when you reach this situation.

You are learning to become a Professional gambler, so don't "push the envelope" at this stage.

ADVANCE PLAY ONE (AP1)

Whenever the RESET-INDICATOR(RI) reaches a value of “5” you play AP1 until the count reaches one again. Then you continue with normal BasicPlay.

When AP1 is activated, the following rule applies:

For every win you cancel TWO counts instead of One. For every loss you keep on adding only one count. You will follow this procedure until you reach a count of one OR until AP2 is activated.

i.e. if the count is “2,3,4,5,6,7” the RI = 5 and you activate AP1. Thus if the next spin is a win you will cancel two counts and the resulting count will be “4,5,6,7” (2 and 3 is cancelled).

If the spin was a loss the count will be “2,3,4,5,6,7,8” (See practice pages)

ADVANCE PLAY TWO (AP2)

Whenever the RUNNING-COUNT reaches 12 then play AP2 until the count reaches one again. Then you continue with normal BasicPlay. DO NOT activate AP1 again, you must keep on following the AP2 procedure until the count reaches one.

When AP2 is activated, the following rule applies:

For every win you cancel THREE counts instead of One. For every loss you keep on adding only one count. You will follow this procedure until you reach a count of one.

i.e. if the count is “8,9,10,11,12” the RC =12 and you activate AP2. Thus if the next spin is a win you will cancel three counts and the resulting count will be “11,12” (8,9 and 10 is cancelled).

If the spin was a loss the count will be “8,9,10,11,12,13” (See practice pages)

Please Note the difference between AP1 and AP2.

AP1 is activated in accordance with the RESET-INDICATOR (RI).

AP2 is activated in accordance with the RUNNING-COUNT (RC).

END OF SESSION.

When does a session end?

A session ends when you reach one of the following:

-When you reach TargetPlay.(50% of bankroll)

-When your bankroll is so depleted that you cannot continue i.e. losing session.

-Whenever you feel that the stakes are getting to high and you would rather bank your profit and leave.( I know this is common-sense but sometimes GAMBLERS need to HEAR it) Remember you are ultimately in control.

A WORD OF CAUTION: This TRIOPLAY system may seem very complicated at first but once you’ve grasped the principle behind it you will be amazed about how simple it is, You can really play it with ease once you’ve learned the modus operandi. There is no guess work in this system, you strictly do what your calculations tell you to do, AND DON”T EVER DEVIATE FROM IT!

PRACTICE PAGES: TRIOPLAY PLAY PLAN
For this illustration we play (1-18) on the outside with one chip(i.e.$10) to start. If the outside bet is too expensive for your decided bankroll, you can play the first three double streets with one chip on 1-6, one chip on 7-12 and one chip on 13-18. REMEMBER that with TRIOPLAY you only change your calculations and Never your Bet. e.g. if you decided to play (1-18) and the count shows that there are more (19-36) numbers coming up, then YOU STICK WITH (1-18), YOU NEVER CHANGE YOUR BET TO (19-36).
Take note that the following session (numbers) is the same as the BacicPlay session above. I used the same series of casino spins to illustrate the effectiveness of TRIOPLAY in comparison to just playing a BasicPlay session.
You will note that the Complete TRIOPLAY system offers you much more control in keeping the stakes low. From now on you will beam with confidence when you sit down next to a roulette table

Casino Spin Win/ Lose Count
PC and PC Number of units played /wagered Result of spin Profit of RUN
(Running Profit for bank stack) Number of spin.
(this column is optional with TRIOPLAY)
34 x 1,2 1 -1 -1 1
1 w 2 1 PC=2 +1 0 2
8 w 1 2 +2 +2 (+2)
RESET PLAY
Bank Profit and reset 3
16 w 1 1 +1 +1 (+3)
RESET PLAY
Send to bank and reset 1
17 w 1 1 +1 +1 (+4)
RESET PLAY
Send to bank and reset 1
31 x 1,2 1 -1 -1 1
35 x 1,2,3 1 -1 -2 2
11 w 2,3 1 +1 -1 3
17 w 3 2 +2 +1 Send to bank and reset. (+5) 4
30 x 1,2 1 -1 -1 1
28 x 1,2,3 1 -1 -2 2
21 x 1,2,3,4 1 -1 -3 3
6 w 2,3,4 1 +1 -2 4
22 x 2,3,4,5 2 -2 -4 5
36 x 2,3,4,5,6 2 -2 -6 6
18 w 3,4,5,6 2 +2 -4 7

29 x 3,4,5,6,7 3 -3 -7 8
1 w 4,5,6,7 3 +3 -4 9
2 w 5,6,7 4 +4 0 10
14 w 6,7 5 +5 +5
RESET PLAY send to bank and reset (+10) 11
1 w one 1 +1 +1 send to bank and reset (+11) 1
32 x 1,2 1 -1 -1 1
31 x 1,2,3 1 -1 -2 2
30 x 1,2,3,4 1 -1 -3 3
25 x 1,2,3,4,5 1 -1 -4 4
18 w 2,3,4,5 1 +1 -3 5
32 x 2,3,4,5,6 2 -2 -5 6
31 x 2,3,4,5,6,7 2 -2 -7 Activate AP1 because RI = 5
(7-2=5) 7
32 x 2,3,4,5,6,7,8 2 -2 -9 8
20 x 2,3,4,5,6,7,8,9 2 -2 -11 9
32 x 2,3,4,5,6,7,8,9,10 2 -2 -13 10
17 w 4,5,6,7,8,9,10, 2 +2 -11 11
0 x 4,5,6,7,8,9,10,11 4 -4 -15 12
27 x 4,5,6,7,8,9,10,11,12 4 -4 -19 Activate AP2 because RC=12
Play it through until count reaches “one” 13
19 x 4,5,6,7,8,9,10,11,12,13 4 -4 -23 14
36 x 4,5,6,7,8,9,10,11,12,13,14 4 -4 -27 15
15 w 7,8,9,10,11,12,13,14 4 +4 -24 16
3 w 10,11,12,13, 14 7 +7 -17 17
7 w 13,14 10 +10 -7 18
25 x 13,14,15 13 -13 -20 19
12 w one 13 +13 -7 20
32 x 1,2 1 -1 -8 21
23 x 1,2,3 1 -1 -9 22
5 w 2,3 1 +1 -8 23
19 x 2,3,4 2 -2 -10 24
26 x 2,3,4,5 2 -2 -12 25
36 x 2,3,4,5,6 2 -2 -14 26
24 x 2,3,4,5,6,7 2 -2 -16 AP1 because RI =5 27
6 w 4,5,6,7 2 +2 -14 28
18 w 6,7 4 +4 -10 29
2 w one 6 +6 -4 30
22 x 1,2 1 -1 -5 31
21 x 1,2,3 1 -1 -6 32

27 x 1,2,3,4 1 -1 -7 33
6 w 2,3,4 1 +1 -6 34
13 w 3,4 2 +2 -4 35
28 x 3,4,5 3 -3 -7 36
26 x 3,4,5,6 3 -3 -10 37
33 x 3,4,5,6,7 3 -3 -13 38
29 x 3,4,5,6,7,8 3 -3 -16 AP1 RI=5 39
18 w 5,6,7,8 3 +3 -13 40
23 x 5,6,7,8,9 5 -5 -17 41
10 w 7,8,9 5 +5 -12 42
12 w 9 7 +7 -5 43
12 w one 9 +9 +4 send to bank and reset (+15) 44
14 w one 1 +1 +1 send to bank and reset (+16) 1
28 x 1,2 1 -1 -1 2
35 x 1,2,3 1 -1 -2 3
2 w 2,3 1 +1 -1 4
11 w 3 2 +2 +1bank (17) 5
9 w one 1 +1 +1 bank (18) 1
13 w one 1 +1 +1 bank (19) 1
11 w one 1 +1 +1 bank (20) 1
34 x 1,2 1 -1 -1 1
15 w 2 1 +1 0 2
3 w one 2 +2 +2 bank (22) 3
22 x 1,2 1 -1 -1 1
2 w 2 1 +1 0 2
7 w one 2 +2 +2 bank (24) 3
21 x 1,2 1 -1 -1 1
7 w 2 +1 +1 0 2
33 x 2,3 2 -2 -2 3
25 x 2,3,4 2 -2 -4 4
33 x 2,3,4,5 2 -2 -6 5
19 x 2,3,4,5,6 2 -2 -8 6
2 w 3,4,5,6 2 +2 -6 7
28 x 3,4,5,6,7 3 -3 -9 8
17 w 4,5,6,7 3 +3 -6 9
15 w 5,6,7 4 +4 -2 10
14 w 6,7 5 +5 +3 send to bank and reset (27) 11
4 w one 1 +1 +1 bank (+28) 1
17 w one 1 +1 +1 bank (+29) 1
19 x 1,2 1 -1 -1 1

9 w 2 1 +1 0 2
20 x 2,3 2 -2 -2 3
10 w 3 2 +2 0 4
13 w one 3 +3 +3 send to bank and reset (+32) 5
20 x 1,2 1 -1 -1 1
26 x 1,2,3 1 -1 -2 2
27 x 1,2,3,4 1 -1 -3 3
5 w 2,3,4 1 +1 -2 4
32 x 2,3,4,5 2 -2 -4 5
13 w 3,4,5 2 +2 -2 6
2 w 4,5 3 +3 +1 send to bank and reset (+33) 7
24 x 1,2 1 -1 -1 1
1 w 2 1 +1 0 2
8 w one 2 +2 +2 send to bank and reset (+35) 3
35 x 1,2 1 -1 -1 1
21 x 1,2,3 1 -1 -2 2
36 x 1,2,3,4 1 -1 -3 3
14 w 2,3,4 1 +1 -2 4
10 w 3,4 2 +2 0 5
9 w 4 3 +3 +3 send to bank and reset (+38) 6
30 x 1,2 1 -1 -1 1
15 w 2 1 +1 0 2
20 x 2,3 2 -2 -2 3
22 x 2,3,4 2 -2 -4 4
31 x 2,3,4,5 2 -2 -6 5
16 w 3,4,5 2 +2 -4 6
6 w 4,5 3 +3 -1 7
18 w 5 4 +4 +3 send to bank and reset (+41) 8
5 w 1 1 +1 +1 send to bank and reset (+42) 1
24 x 1,2 1 -1 -1 1
3 w 2 1 +1 0 2
19 x 2,3 2 -2 -2 3
29 x 2,3,4 2 -2 -4 4
24 x 2,3,4,5 2 -2 -6 5
27 x 2,3,4,5,6 2 -2 -8 6
11 w 3,4,5,6 2 +2 -6 7
30 x 3,4,5,6,7 3 -3 -9 8
12 w 4,5,6,7 3 +3 -6 9
3 w 5,6,7 4 +4 -2 10
35 x 5,6,7,8 5 -5 -7 11

17 w 6,7,8 5 +5 -2 12
9 w 7,8 6 +6 +4 send to bank and reset (+46) 13
14 w one 1 +1 +1 send to bank and reset (+47) 1
31 x 1,2 1 -1 -1 1
27 x 1,2,3 1 -1 -2 2
18 w 2,3 1 +1 -1 3
8 w 3 2 +2 +1 send to bank
and reset (+48) 4
20 x 1,2 1 -1 -1 1
25 x 1,2,3 1 -1 -2 2
36 x 1,2,3,4 1 -1 -3 3
23 x 1,2,3,4,5 1 -1 -4 4
4 w 2,3,4,5 1 +1 -3 5
32 x 2,3,4,5,6 2 -2 -5 6
13 w 3,4,5,6 2 +2 -3 7
1 w 4,5,6 3 +3 0 8
17 w 5,6 4 +4 +4 send to bank and stop play (+52) STOP PLAY , TRIOPLAY TARGET REACHED

You have reached a profit of more than 50% of your bankroll.

This is a typical winning session of more than 5 hours of play, with a profit of 52 units. ($520). Its hard work, but its VERY PROFITABLE.

Observations:

Before you read my observations. Look at the above playplan carefully again, compare it with the BasicPlay playplan and try and conclude some observations of your own

• I can honestly say that after 12 years of playing roulette that this system offers me more control over roulette than any other. Notice that it doesn't matter how long a losing run is, your stakes are kept to a minimum and with AP2 you can survive anything. You will never ever get a panic attack playing roulette again.

• The TRIOPLAY system plays it safe. Some TRIOPLAY Club members have given the system the nickname of "The Ultimate Cheating System". When you activate AP2 your are actually cheating like crazy, by cancelling 3 counts for every win you are "cheating" the ODDS. THERES NO WAY THAT THE ODDS ARE GOING TO RUN OUT OF CONTROLL IF YOU STICK TO THE SYSTEM.

• The System is SO SIMPLE. Yes, like I said in the demo, if I had to think about it before I created the system I would have said to myself that something so simple can never work.

• You will deduce from the above playplan that you will need patience. If you're not a patient person you will need to acquire some patience very rapidly other wise TRIOPLAY is going to kill you, haha.

If you want to increase your risk and therefore increase your profit, you are welcome to activate AP1 when the Reset Indicator reaches a value of "6","7","8" or "9". But "9" is the maximum.

You will recall that the current Reset value in the manual was “5”. (Reset RI=5)

Conclusion

In Conclusion The TRIOPLAY Roulette system is a LONG-TERM wager/betting system only. Its simplicity, once all three systems are combined, will have you jumping through the roof with confidence. I don’t want to make you a winner at roulette, I WANT YOU TO BECOME A SUCCESSFUL, PROFESSIONAL ROULETTE PLAYER FOR LIFE.

To play a successful TRIOPLAY session you will need a minimum of 100 times the amount of a single even-money "outside" bet. Thus if the minimum for the even money bets are $10 you will need 100 units i.e. $1,000.

BUT BEFORE YOU EVEN CONSIDER PLAYING WITH A $1000 BANKROLL I WILL ADVISE YOU TO FIRST DO A COUPLE OF PRACTICE RUNS AT YOUR LOCAL CASINO UNTIL YOU CAN DO ALL THE CALCULATIONS SMOOTHLY AND AUTOMATICALLY.

The only drawback of this system is that when you mess-up the calculations during the middle of your session, you are in for a long fight to show a decent profit.

(Go to a casino, sit next to a table and just record the spins on paper or a casino card, you can then go home and study the system(Play Plan) according to the spins to see what your profit would have been. Remember to choose a specific even money bet before you do the play-plan.

If I have a losing session my average loss is never more than 75% of my starting bankroll if I stick closely to the money management rules. (i.e. if you play a losing session with $1,000 then you should not lose more then $750.)

On average you should win 7 out of 10 sessions. If we analyse this statement we can deduce the following;

1) Each session could be 3 to 6 long hours of continuos play.

2) If we use the above suggested bankroll and suggested beginning target. Then we will have a gross profit of 350 units (7x50). Our losses will be 225 units (100x75%x3). This will give you, on average, a minimum net profit of 125 units after +/- 50 hours(10 sessions).

Yes, that’s 50 hours for 125 units profit. THIS is why I stated in the beginning that TRIOPLAY is not going to make you a millionaire overnight, its hard work and it may take a few thousand sessions or so. If your up to it, then TRIOPLAY is for you. You can make a very decent living using TRIOPLAY.

If you need something to make you a millionaire overnight then TRIOPLAY is definitely not for you and I suggest you try some of the other so-called “guaranteed- unbeatable- infallible” roulette systems that are available on the Internet.

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